

# Ronald A. Power

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## Objective

Artist position designing interactive game elements as part of a creative team.

## Professional Skills

- Low and High Polygon 3D Modeling
- Unwrapping
- Texture Maps
- World Building
- Concept Art
- 2D Painting and Illustration
- Lighting
- Storyboards

## Software Proficiencies

- 3ds Max 15
- Photoshop CC
- Maya 2015
- Mudbox 2015
- ZBrush 4R7
- Quixel Suite (nDo, dDo, etc.)
- Git (GitHub, SourceTree, etc.)
- Perforce Version Control
- SVN Version Control
- Source SDK
- Terminal Reality Infernal Engine
- Unreal
- Unity
- Crazybump

## Shipped Titles

- |      |  |
|------|--|
| 2014 | <i>Pier Pressure</i> (Apple/Android) – Lead Artist               |
| 2014 | <i>Cosmic DJ</i> (PC) – Environment Art                          |
| 2012 | <i>Kona's Coffee Conquest</i> (Android) – Character Animation    |
| 2011 | <i>Thor: God of Thunder</i> (Wii/3DS) – Environment Art          |
| 2010 | <i>Star Wars: The Force Unleashed II</i> (Wii) - Environment Art |
| 2009 | <i>Food Network: Cook or Be Cooked</i> (Wii) - Environment Art   |

## Education

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|------|--|
| 2008 | The Guildhall at SMU, Southern Methodist University, Masters of Interactive Technology, Specialization in Art Creation |
| 1998 | Texas Tech University, Master of Arts - History  |
| 1996 | Texas A & M University, Bachelor of Arts - History   |

## Employment History

- 2013-2016     **Artist – Booz Allen Hamilton/Digital Interactive Solutions**  
*Pier Pressure* (Apple/Android):
- Oversaw the creation of all art assets
  - Developed the look, feel, and style of the game
  - Took levels from initial prototype to final polished quality

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## 2012 **Environment Artist – GI33k**

### *Cosmic DJ (PC)*

- Created both static and animated 3D models for the prototype, as well as textures and other 2D assets
- Worked closely with programming and design to ensure gameplay needs were met

## 2009-2011 **Artist – Red Fly Studio**

### *Damage prototype, cancelled (PS3/XBox 360):*

- Created high polygon 3D models for the prototype
- Unwrapped models and created texture maps and shaders for 3D models, including but not limited to diffuse, specular, and normal maps
- Took levels from initial gray-box to final polished quality

### *Thor: God of Thunder (Wii/3DS):*

- Worked closely with design to deliver preliminary “graybox” level layouts for eleven levels that shipped with the game
- Created three “beautiful corners”, which were levels designed to establish a look and style for the final game levels
- Built lighting to establish player direction, atmosphere, and visual mood
- Assumed leadership functions, for the benefit of the studio, while personnel shifts were made, including producing an art style guide for one of the levels
- Created concept art for the game, including concepts for props, characters, storyboards, and level overviews
- Helped both art and design brainstorm encounters to be used in final game-play
- Optimized assets for use with the 3DS version of the game

### *Star Wars: The Force Unleashed II (Wii):*

- Worked closely with design to deliver preliminary “graybox” level layouts for three levels that shipped with the game
- Created two “beautiful corners”, which were designed to establish a look and style used across multiple game levels
- Created polished art for levels working within a tight polygon budget

### *Food Network: Cook or Be Cooked (Wii):*

- Worked closely with animation, design, and programming to create food models and textures that looked as realistic as possible on the Wii console yet also worked within the parameters of game-play
- Made breakable food models that could be chopped, sliced, and diced according to the recipe, while working within the constraints of the physics engine
- Created textures that could be mixed and blended, such as flour and eggs stirred together, or other mixtures
- Created static models such as kitchenware and utensils
- Worked on UI elements such as icons and text boxes